

ATARI

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR™ CD

Read before using your Atari video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD
The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.
- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

Contents

THE STORY SO FAR

Thirty years ago, the human star colonies were invaded by the Pernitians. Dozens of worlds were infested with Pernitian creatures. Colonists sealed precious secrets into pods to keep them from being captured. With the help of cyber-morphing technology, Earth managed to create a new type of fighter to fight off the Pernitians and recover the pods – the TransmoGriffon, or T-Griffon. The Pernitians were pushed back to their own galaxy, but at great cost to the human worlds.

The Earth Defense Council decided it could not risk another invasion, and built a fleet of Battle Cruisers to patrol the colonies. At first, the patrols were quiet. But then, Battle Cruisers near the Perseus Star Cluster began to disappear. Others reported signs of Pernitian activity across eight different clusters of worlds before they too were lost. Fearing the worst, the Defense Council ordered the last patrol ship, the Battle Cruiser Sutherland, into the Perseus Star Cluster on a search and destroy mission.

The Sutherland carried a secret weapon though – a new variant of the T-Griffon known as the War Griffon.

With morphing technology, water capability, custom weapon bays, and built-in satellite mapping hookups, it is the ultimate infiltration fighter. Armed with the War Griffon, the Sutherland has the best chance of eliminating the Pernitians once and for all.

Unfortunately, by the time the Sutherland finally reached the Perseus cluster, she had used up almost all her plasma. More plasma must be found if the Sutherland is to have enough energy for her warp drives. The Pernitian generals have been hoarding the plasma in each planet cluster, making it difficult to recover more. Your job is to pilot the War Griffon and clear out each of the eight clusters of Pernitian worlds, until the plasma you find can carry the Sutherland into the Pernish cluster.

Intelligence agents report that planet Pernish is the home world and birthplace of the Pernitian menace. This living planet breeds warriors and conquerors by the thousands, and must be stopped before it creates another invasion fleet that could wipe out the human colonies and the rest of the galaxy as well!

GETTING STARTED

1. Insert your *Battlemorph* CD into the Jaguar CD Multimedia Player and close the lid.
2. Insert the *Battlemorph* overlay in the Jaguar controller's keypad slot.
3. Press the **Power** button.
4. Press the **B** button to skip past the **Title** screens and start the game.

Languages

To change the language: From the **Title** screen, press the **Option** button to go to the **Options** screen and highlight the box that says English. Press the **B** button to change to French or German. The language setting will be saved on the Memory Track cartridge if you have one installed.

Starting A Game

To start a game, press any button until you get to the **Select Game** screen. If you are playing for the first time,

you will need to start a new game. Just select a slot and press the **A, B** or **C** button. You will be asked to enter a name. If you make a mistake, the red arrow will take you back a space. The green check will confirm your name. Your progress will be saved under this name as long as you have a Memory Track cartridge installed. Then you will need to select a difficulty setting.

Memory Track

The Memory Track cartridge will save five games, all of your options and high scores. If you do not have a Memory Track cartridge plugged in, the message "No Memory Track Found" will appear on the **Title** screen and nothing will be saved.

Erase

If you want to start a new game but there are no slots available, you can erase a game. Select **Erase** and press the **B** button. Select **Erase** again and press the **B** button again to confirm and completely erase the selected game.

GAMEPLAY

Game Statistics



The box on the right of the **Game Select** screen gives you information about the game you are selecting, including the weapons you would have available. This information is updated as you play, and will be saved provided you have a Memory Track cartridge installed.

Planet Select Screen



The Pernitian star system is made up of clusters of planets. To conquer a cluster, you must complete a mission for each of the planets in that cluster. Once you finish a cluster, you will automatically move onto the next. You get to choose which planet in a cluster you play.

Briefing Screen



Once you have chosen a planet, you will be briefed on what to do. If you change your mind, you can go back to the **Planet Select** screen by selecting **Reject**. Otherwise, read the briefing carefully and select **Accept**.

Weapon Select Screen



Now you can arm your War Griffon for the mission. Your War Griffon can only carry four weapons at a time in addition to the built-in twin shot weapon, so choose carefully. Until you find some new weapons later in the game, you may not have a weapon for every bay. You cannot choose a weapon more than once. If you want to read your briefing again before going down to the planet, select **Brief**. Otherwise, select **Launch**.

Game Controls

Game controls are completely configurable from the **Options** screen. You can use the default controls or customize your own. Also, you can use a ProController if you have one.



A	Move forward
B	Fire
C	Move backward
Joypad	Move up/down, turn left/right
Option	Map mode (see below for details)
Pause	Pauses the game. While paused, press the **Option** button and you'll be able to adjust all options. Select **Exit** to resume play.

Buttons **1, 3, 4,** and **6** select your weapons. Corresponds to weapon bays A, B, C and D. (On the ProController, buttons **L, R, X,** and **Z** select your weapons)

Button **2** selects twin shot (Button **Y** on the ProController)

Buttons **5** and **8** are top view close and far. Press the same button again to exit (Buttons **1** and **3** on the ProController)

Button **9** selects view mode
(Button **2** on the ProController)

Button **7** toggles cross hair
(Button **5** on the ProController)

Game Reset To reset the game at any time, press the * and # buttons to go back to the beginning.



Options Screen



Press the **Option** button at any time (or press the **Pause** button and then press the **Option** button during a game) to access the **Options** screen. All options will be saved on your Memory Track, if you have one installed.

CONTROLLER: Customize your controls or change the three special control features. To customize, select an action with the **Joypad**, and press the button you want to do that action. If you want to switch back to the default controls, select **Reset** and press the **B** button. When done, select **Exit** and press the **B** button.

VOLUMES: Adjust these volumes by moving the sliding bars left or right.

PLAYER: Player's engines and shots.

CINEMAS: Films when they play.

MUSIC, EFFECTS, and SKYLAR: Items during gameplay.

INSTRUCTIONS: Instructional speech during secondary screens.

FILMS: You can turn off the films if you wish. (They can also be bypassed by pressing the **B** button if they are set to on.)

Completing A Mission

To complete a mission, remember three things:

1. What is my goal? You can always check your **Map** screen for a reminder of what to do.
2. How do I get there? The yellow arrow on your radar will always point to your objective, but does not always tell you which way to go. Keep an eye open for tunnels, teleporters, and underwater areas and use your map to find the way. The white pointer on your **Map** screen comes in handy for finding your way.
3. How do I get back? Once you have completed your objective, you must go back to the drop zone to get off the planet. The yellow arrow on your radar will point you there, and the exit appears on your map as a yellow x.

Returning To The Sutherland

Unless you are on a bonus world, you must complete your mission before you can return to the Sutherland for your debriefing. If you lose a ship before you complete a mission, you will start your next ship at the drop zone. If you lose a ship after completing a mission, you do not return to the planet. Instead, you go to the debriefing room. If you get off the planet alive, you can return to the Sutherland for a debriefing and to select your next planet.

The Debrief Screen



Tells you your current game status, information on the success of your mission, and any new weapons you may have found. From here you can press any key to select your next planet. Your progress will automatically be saved when you exit the **Debrief** screen as long as youhave a Memory Track installed.

Map Screen

Press the **Option** button to get into or out of map mode. Your map shows the landscape of the world, including bridges. (Note: The edges of the map 'wrap around,' just as you can fly completely around the world). Mountains above ceiling height are drawn in black, so you will have to fly around them. You can move your pointer around on the **Map** screen, and your radar's white arrow will point to it.

Tunnel entrance



Drop zone



Power station



War Griffon



Teleporter



Objective



DISPLAYS



View Screen

1. RADAR: Skulls are enemies (red for hostile and green for passive). Enemy shots appear as red dots. Diamonds are powerups. Rectangles are special buildings like planet cloakers. Powerups and special buildings only show up when you have enhanced scanning (see powerups below). NOTE: Skulls for enemies that are carrying

powerups will have yellow eyes on the radar! The white, open arrow points to your pointer on the Map screen (see Map screen below). The yellow closed arrow points to your objective(s). If you have completed your objective, the yellow arrow points to the exit.

2. SHIPS/SKYLAR: A count of your extra ships. This is also where Skylar, your on-board computer, will appear if she has any important messages for you.
3. SCORE: Your current score.
4. PANEL: The large instrument panel at the bottom of the screen is loaded with information you need.

   Speed: This shows your current speed forward or backward.

   Altitude: This shows your current altitude (blue) and the landscape altitude (yellow). You cannot fly above maximum altitude.

   Energy: If you crash or are shot, you lose some. Lose all your energy and your ship is destroyed.
5. WEAPONS: The circle in the middle will light up if you have rapid fire.
6. SPECIAL ITEMS: Data pods, batteries, keys and weapon fragments.

POWERUPS

You can pick up any powerup by flying into it with your War Griffon.



AMMO: It is for the weapon type pictured on the ammo powerup. Some of these are cyclic and will change from one weapon type to another. (If you have empty weapon slots, they will appear as energy on cyclic ammos.)



HINT POD: Pick them up for a hint.



DATA POD: You need to collect these–they contain important data.



WEAPON FRAGMENT: Collect four to get a new weapon.



MAGAZINE: Pick these up and you can carry more ammo for each of your weapons!

KEY: You may find large, colored keys. There are three types (red, yellow, blue). These can open locked security doors in tunnels, or security domes on the landscape.

BATTERY: A power station will only work if there is a battery in it. To put a battery into a power station, fly slowly through it.



RAPID FIRE: You can fire twice as fast for the rest of the level.



ENHANCED SCAN: Your radar will show powerups and enemy hostility for the rest of the level.



ENERGY: Pick these up to increase your energy bar by 10 percent.



POWER RING: Fly through these to increase your energy to maximum.



SPEED RING: These look like flashing power rings. Fly through these to go super fast. While going super fast, your ship cannot take any damage, but it wears off after a while. You can press the **C** button (brake/reverse) to stop going super fast.

EXTRA SHIP: If you see a gold-colored War Griffon anywhere, pick it up for an extra ship!

SPECIAL BUILDINGS

POWER STATION: When a power station has a battery in it, it will send power along a power line. The power line can



connect to a variety of things. You may need to turn a power station off or on in order to proceed (for example, if it powers a force field or a teleporter). Simply pick up the battery to turn off a power station, or drop a battery into one if you want to turn it on (just fly slowly through the middle).

POWER LINE: These floating dotted lines connect power stations to other items. They are black if off, or pulsing green if on. Follow them if you need to find a power station.



TELEPORTER: Fly into a teleporter to see where it goes.

FORCE FIELD: Force fields appear as shimmering yellow curtains. Nothing can get past a force field, so if you want to get by one, you'll either have to turn it off (see power station) or go around it somehow.

SECURITY DOME: Only a key of a matching color will open a security dome. They can completely wall off a power station or other items, so keep an eye out for those keys!

PLANET CLOAKER: These special buildings can hide entire planets from the Sutherland's scanners. Blow them up to reveal bonus worlds on the **Planet Select** screen!



BRIDGE: Trains, trucks, and tanks can all drive across bridges. If you destroy a bridge, they will frequently drive off them to their death. Bridges can be attacked from below water as well as above.

ICE CAP: Occasionally, the surface of a lake or stream will be covered by a tough barrier, like a sheet of ice. Watch for holes that allow you to go into the water – there's usually something good inside.

DEPOT: Trucks carrying useful items frequently stop off in depots. Although these buildings are indestructible, you may be able to get the truck to come out...



BASE: Tanks will come out of these, so destroy them if you find any.





AIRBASE: Fighters will come out of these, so aim carefully at the moving part to take them out.



SKY BASE: This thing is like an aircraft carrier in the sky – sturdy and deadly. If you take one on, make sure you have plenty of ammo. They launch fighters.



SILO: Kamikazes come out of these, so blow them up if you find any.



TUNNEL ENTRANCE: Keep your eye open for these – they lead underground and are often the way to completing an objective. Many tunnels have an exit as well, allowing you to travel from one area to another.

CHOMPING DOOR: When traveling through tunnels, watch out for these. Time your movement so you don't get bit.

SECURITY DOOR: Iris doors in tunnels require a key before they will open up. Make sure you have the right color key, and they should open for you.

DOOR SWITCH: Some doors operate on a switch. If it's red, the door will not open. Shoot the switch to activate it – it will turn green, and the door will open.



LANDSCAPE FEATURES

Water Types

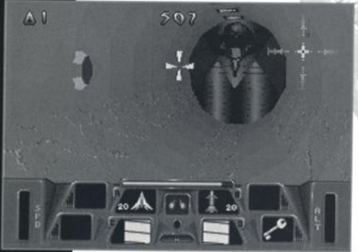
NORMAL: (Blue) Be sure to check underwater – you can usually find powerups or even objectives hidden under water. Watch out for subs and rays, though.

HEALING: (Light Blue) The War Griffon can actually absorb energy from light blue energized water. It's rare, but can really help you recover from a fight.

SPEED: (Yellow) This fluid is extremely viscous. The War Griffon can move through it as fast as air.

ACID: (Red) Acid will slowly damage your ship and can even destroy it if you stay in too long. Only go in if you have to, and keep an eye on your power meter.

Tunnels



Layers of rock around tunnels block your sensor linkups, so you can't change views or use your map while in a tunnel – you will be forced into cockpit view while in them. Tunnels have several door types you will need to get by – security doors only open with the right colored key. Chomping doors require careful timing to get past them. Some chomping doors will not open unless you come from the other side of the tunnel or complete an objective. Other chomping doors will only open when you shoot a switch on the wall. Tunnels can dead-end, but sometimes a dead end is actually just a thin wall that can be shot out.

ENEMY TYPES

FODDER: These guys are harmless, and occasionally drop energy when shot.



KAMIKAZE: Watch out for these – they'll try to ram your ship.



LEECH: Leeches suck...literally. If one gets on your ship, it will drain off energy. Dive underwater or go through a teleporter or tunnel to get rid of them (use your map to find the nearest one).



BANDIT: Guard your weapons closely, or these guys will steal them! If one gets on you, try to get it off (see Leech). Otherwise, it will take one of your weapons. Shoot or ram them to recover your weapon. Otherwise, you won't get that weapon back until you lose a ship or return to the Sutherland.



FIGHTER: These fiery enemies shoot at you, and are quite evasive.

FISH: These plentiful sea creatures are harmless and full of energy.



TORP: Don't let them get too close – they'll ram you.

RAY: This sophisticated sea fighter shoots back.

SUB: Silent and deadly, they fire homing missiles and are quite sturdy.

DESTROYER: These ships patrol the water surface, firing shots or missiles from above and dropping mines below.

TANK: One type fires shots, another fires missiles. At least they can't fly.

TURRET: Like tanks, turrets fire shots or missiles, but they don't move around.

TRAIN: These brutes can carry gun or missile launching turrets, but can also carry powerups. The cars are indestructible, so approach with caution and remember to take out their bridges.

TRUCK: Powerups can often be found on the back of these.

SNATCHER: Descendants of pod snatchers, these three-legged flyers carry things from here to there.

MINE: If it's round and spiky, watch out. If you get too close, it'll explode. Shoot or avoid.

SPRING: This creature likes to pop up and skewer anything that flies overhead, so watch out. Camouflage makes these guys hard to spot, but they are pretty soft if you can hit them.



GUARD: Ever vigilant, guards will shoot at anything that approaches. What's worse, if they aren't shooting, they remain closed up and indestructible. Shoot them when they are open, or try to sneak past them.



FAN: Fans can blow so hard even a War Griffon can't get by them. Don't get blown into a mountain – try to find a power station to shut them off.



BARRICADE: Like giant armored spikes, these pop out of the ground at inopportune times. They can't be destroyed, so fly carefully.



WORM: Big, brown, snakelike and deadly. Mountains are no obstacle for these massive beasts. If you can't avoid them, destroy them before they ram into your ship.

TUNNEL GUN: When bullets are flying across a tunnel or cavern, these are usually the cause. Shoot them repeatedly if you can't avoid their shots.

HINTS AND TIPS

The First Cluster: Make sure you destroy the planet cloaker building on planet Peramer, before you set off the detonator. It looks like a tall needle with a fiery crystal at the top. Skylar will say "Cloaking down" when you destroy it. When you go back to the Planet Select screen, a new planet, Dyphor, will be there. This is a bonus world, and it has a magazine on it. Be sure you get the magazine before you leave (Skylar will say "Extra ammo" when you pick it up). When you play the last world (Zephyr), you'll have to kill the General – a giant bee. Don't get too close to him – he drops mines and is deadly to the touch. Keep shooting him with twin shots until he dies, then pick up his plasma and return to the Sutherland for a warp to the next cluster!

Enemies: In general, don't go after enemies unless they are near something you want. If you keep moving, they'll generally leave you alone. Use your decoys, especially against enemies that shoot! Use cruise bombs against ground enemies for a quick kill. Use buildings and hills for cover – if an enemy can't see you, it can't shoot you, and you may be able to take them out with special weapons like mortars or cruise bombs. Be wary of homing missiles, bandits and kamikazes.

Buildings: Don't crash into buildings – they do serious damage. One cruise bomb will take out most of the buildings in the game. Buildings often have powerups in them, so don't be afraid to check. If you have enhanced scanning, you can see powerups even if they are in buildings, so watch your radar. Be sure to blow up any planet cloaker buildings you find. Power stations, security domes, force fields and tunnel entrances are indestructible, so don't bother trying to destroy them.

Planets: Read the briefing before committing to a world. You'll want to complete worlds with weapon techs as early as possible to get the weapon right away. Once you go down to a planet, you can't go back until you complete your objective, so make sure you are ready for that planet. Play bonus worlds when your ammo is low so you can fill up your weapons.

Map Mode: First of all, remember that the map wraps around both ways – if there are no mountains in your way, you can fly completely around a world! Remember, the objective arrow points to the objective but does not always show you how to get there, so check the map to find the best route. The pointer can be useful for marking features that are not objectives – get into the habit of using it. For example, marking a power station, an entrance

to a narrow canyon, or the hole in an ice cap are all good uses of the pointer. Remember, even moving objectives will be marked on your map, so check it often.

Weapons: Decoys are one of your most powerful weapons, even though they can't kill. Use them to avoid homing missiles and kamikazes. Use them to lure out enemies or distract them, and then take them out before your decoy expires. Decoys can even pick up powerups, go through force fields or set off speed rings and power rings for you. Mines and mortars have a large area effect, so use them on densely populated enemies or buildings. You can control the range of mortars – the longer you hold the button, the farther the shots go, so watch your cross hairs to judge range. Some weapons are particularly effective against bandits and leeches. Some weapon ranges are affected by your speed, so try some experiments. Not all weapons are required objectives – keep your eyes open for super weapon technology!

Try Again: If you are using a Memory Track cartridge and are not happy with the way you played a world, reset your game before leaving the **Debrief** screen. It will not save that planet to the Memory Track unless you exit the **Debrief** screen, so this will give you a chance to play that world again!

Other Hints

- Keep moving – it confuses enemies and helps you find more powerups.
- Don't be afraid to fly fast, you have good brakes.
- Be careful when flying backwards so you don't hit buildings.
- Fish are a good source of energy.
- Use top down view to make flying in narrow canyons easier.
- Power cables lead to power stations or other powered items.
- Roads often go somewhere worth investigating.
- Use speed rings to destroy buildings or enemies!
- Back up slowly when fighting enemies that try to ram or grab you.
- Search end boss planets for rapid fire and other powerups.
- If you go under an ice cap, remember how to get out.
- Explore worlds thoroughly, especially before blowing them up with a detonator.

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514017-002
Printed in USA